

Object Transformation Modeling

Combining
Data / Object Modeling
with
State-Transition Modeling

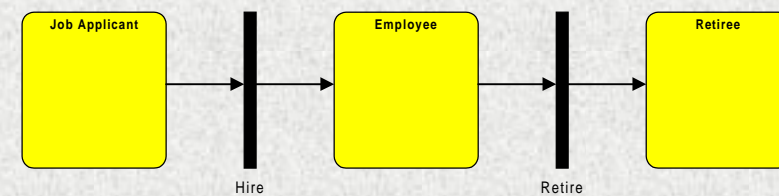
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Advanced Modeling Interest Group
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ERDs v STDs

- | | |
|--|---|
| <p>◆ <i>Entity-Relationship Diagrams / Object Models</i></p> <p>define <u>static</u> rules for</p> <ul style="list-style-type: none">◇ Entities◇ Attributes◇ Relationships◇ Inheritance | <p>◆ <i>State Transition Diagrams / Petri Nets</i></p> <p>define <u>dynamic</u> rules for</p> <ul style="list-style-type: none">◇ States◇ Changes of State◇ Substates |
|--|---|

What's the connection?

Typical Example in *State-Transition Diagram* Notation

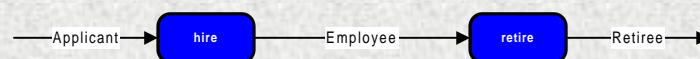


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Typical Example in *Data Flow Diagram* Notation

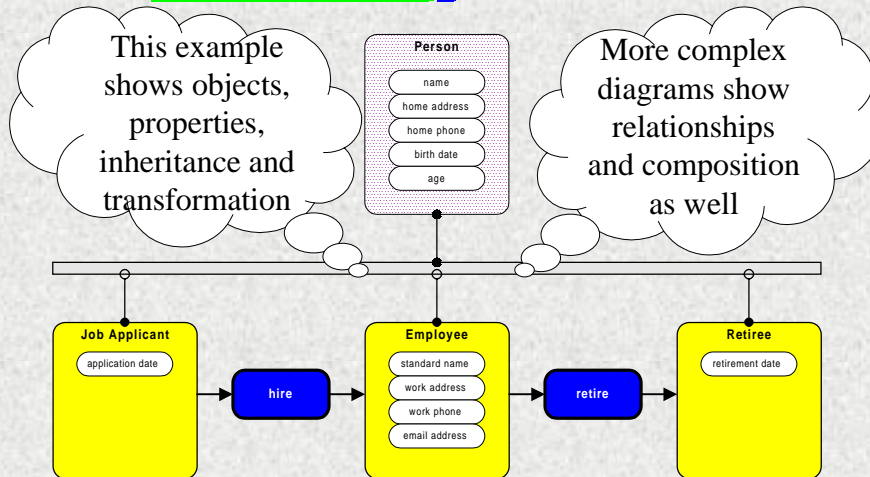


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AS Object Transformation Diagram



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States as *Object Classes*? As *Tables*?

- ◆ Object Instances Migrate among Classes!
- ◆ Not Supported by OO Theory
(*Not Excluded Either!*)
- ◆ Not Supported by Relational Theory
(*Not Excluded Either!*)
- ◆ Not Supported by OO or Relational Tools
(*Requires Intelligent Application of Tools*)

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What Object Transformation Adds to ERDs

- ◆ Dynamic as well as Static Rules
- ◆ Explicit Association of Data / Object Types with Transformation Rules that Specify Code
- ◆ Validation of Inheritance Hierarchy

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What Object Transformation Adds to STDs

- ◆ Static as well as Dynamic Rules
- ◆ Explicit Association of Transformation Rules with Data / Object Types
- ◆ Inheritance Hierarchy as Basis for Transformation
- ◆ *Object Model as Roadmap to Functionality*

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Benefits of Object Transformation Modeling

- ◆ Simplified Roadmap to States and Functions
 - ◇ Makes inheritance visible in state specification
 - ◇ Makes states reusable objects
 - ◇ Enables traceability between state-methods and object model
- ◆ Integrated, Declarative Specification of both Static and Dynamic Rules
 - ◇ Bases transformations on well-defined objects
 - ◇ Avoids algorithmic control structures in specification
 - Case structures specified through subtyping
 - Iterations specified through collection objects
 - Sequence specified through input dependencies
 - ◇ Simplifies user validation
- ◆ Potential Code Simplification
 - ◇ Allows control structures in state-specific code to be replaced by encapsulated, polymorphic methods

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Object Transformation Availability

- ◆ No current support by graphic CASE tools
- ◆ High level of support in EXPRESS-2 standard
 - ◇ Unclear what support vendors will provide
 - ◇ SDAI offers standard meta-model for details of transformations to be specified in this way
- ◆ Existing tools offer hybrid implementation:
 - ◇ Object Models + State-Transition Diagrams (UML)
 - ◇ Entity Relationship Models + Data-Flow Diagrams (LBMS)
 - ◇ Entity Relationship Models + State-Transition Diagrams (*StateMate* has good STDs but - at last look - no ERDs)
- ◆ Requires
 - ◇ Intelligent Planning
 - ◇ Naming and association conventions

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